

AGENT DETAILS

NAME

LANGUAGES

CLASS

ABILITIES / NOTES

XP

LEVEL

XP BONUS

STR

INT

WIS

DEX

CON

CHA

SUPPLEMENTAL TRAINING

EQUIPMENT

\$

HIT POINTS

HP

SAVING THROWS

ST

ARMOR

AC

WEAPON

TO-HIT DAMAGE ROF RANGE AMMO NOTES

BHB

AGENT DETAILS

NAME

LANGUAGES

XP

LEVEL

XP BONUS

CLASS **CONFISCATOR**

ABILITIES / NOTES

COMBAT TRAINING:

All 1-handed melee and thrown weapons, revolvers, semi-automatic pistols, Tasers, bows, crossbows, and light armor.

SKILL TRAINING:

Bonus to Stealth, Sleight of Hand, Acrobatics, and Security Systems. +1 at 1st Level, improves to +2 at 4th Level, and +3 at 8th Level.

BACKSTAB:

If attack from a hidden location, +2 to-hit and may add Level to the damage caused.

STR

INT

WIS

DEX

CON

CHA

SUPPLEMENTAL TRAINING

EQUIPMENT

\$

Operative Kit

HIT POINTS

HP

SAVING THROWS

ST

+2 versus explosions or security systems.

ARMOR

AC

WEAPON

TO-HIT DAMAGE ROF RANGE AMMO NOTES

Semi-automatic Pistol

Spare Ammo

BHB

AGENT DETAILS

NAME

LANGUAGES

CLASS **ELIMINATOR**

ABILITIES / NOTES

COMBAT TRAINING:
All weapons and all armor.

SKILL TRAINING:
Bonus to Demolitions, Strategy & Tactics. +1 at 1st Level, improves to +2 at 4th Level, and +3 at 8th Level.

COMBAT MACHINE:
Extra attacks per round. Against foes 1HD or fewer, number of extra attacks equals level, against more dangerous foes number of extra attacks is 1 at 1st level, two at 4th level or three at 7th or higher level.

XP

LEVEL

XP BONUS

STR

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WIS

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CON

CHA

SUPPLEMENTAL TRAINING

EQUIPMENT

\$

Operative Kit

HIT POINTS

HP

SAVING THROWS

ST

+2 versus stun or poison

ARMOR

AC

WEAPON TO-HIT DAMAGE ROF RANGE AMMO NOTES

WEAPON	TO-HIT	DAMAGE	ROF	RANGE	AMMO	NOTES
Semi-automatic Pistol					Spare Ammo	

BHB

AGENT DETAILS

NAME

LANGUAGES

XP

LEVEL

XP BONUS

CLASS **INFILTRATOR**

ABILITIES / NOTES

COMBAT TRAINING:

All weapons and all armor.

SKILL TRAINING:

Bonus to Impersonation, Disguise, Forgery, Persuasion, and Scholarly knowledge. +1 at 1st Level, improves to +2 at 4th Level, and +3 at 8th Level.

COVER IDENTITIES:

One masterwork cover identity per level. Record cover identities on the back of this character sheet.

STR

INT

WIS

DEX

CON

CHA

SUPPLEMENTAL TRAINING

EQUIPMENT

\$

Operative Kit

HIT POINTS

HP

SAVING THROWS

+1 versus all threats while maintaining a cover identity/alias.

ST

ARMOR

AC

WEAPON

TO-HIT DAMAGE ROF RANGE AMMO NOTES

Semi-automatic Pistol

Spare Ammo

BHB

AGENT DETAILS

NAME

LANGUAGES

CLASS INVESTIGATOR

ABILITIES / NOTES

COMBAT TRAINING:

Knives, revolvers, semi-automatic pistols, Tasers, grenades, shotguns, light and medium armor.

SKILL TRAINING:

Bonus to Perception, Interrogating, and Computers +1 at 1st Level, improves to +2 at 4th level, and to +3 at 8th Level.

NETWORK OF INFORMANTS:

Gain one informant per Level. Record information about informants on the back of the character sheet.

XP

LEVEL

XP BONUS

STR

INT

WIS

DEX

CON

CHA

SUPPLEMENTAL TRAINING

EQUIPMENT

\$

Operative Kit

HIT POINTS

HP

SAVING THROWS

ST

+2 versus interrogation or deception.

ARMOR

AC

WEAPON

TO-HIT DAMAGE ROF RANGE AMMO NOTES

Semi-automatic Pistol

Spare Ammo

BHB

AGENT DETAILS

NAME

LANGUAGES

CLASS **TRANSPORTER**

ABILITIES / NOTES

COMBAT TRAINING:

Knives, revolvers, semi-automatic pistols, Tasers, grenades, submachine guns, light armor, and any weapon designed to be fired from or mounted to a vehicle.

SKILL TRAINING:

Bonus to operating, maintaining, and repairing vehicles of all types. +1 at 1st Level, improves to +2 at 4th Level, and +3 at 8th Level.

GEAR HEAD:

Begin play with a vehicle whose value is not above \$50k. At 2nd and each additional level, add any one Vehicle Upgrade at no cost.

XP

LEVEL

XP BONUS

STR

INT

WIS

DEX

CON

CHA

SUPPLEMENTAL TRAINING

EQUIPMENT

\$

Operative Kit

HIT POINTS

HP

SAVING THROWS

+1 versus all threats while behind the controls of a vehicle.

ST

ARMOR

AC

WEAPON

TO-HIT DAMAGE ROF RANGE AMMO NOTES

Semi-automatic Pistol

Spare Ammo

BHB